



A colorful new video sensation the whole family will enjoy while you get an extra kick from high-jumping new profits.

Kangaroo

Kangaroo is manufactured under license from Sun Electronics Corporation

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PLAYER-1 LEVEL=1

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BONUS
1900





Kangaroo is a knockout! A new 1 or 2 player adventure challenge that will keep mom, dad and the kids hopping back for high jumping excitement game after game.

Mother kangaroo must rescue her "baby" who has been kidnapped and held captive by a nest of "mean" monkeys.



At the start of the game, Mom kangaroos, jump over 11 duck apples thrown at her by hoodlum monkeys or punch them out to reach Baby imprisoned in a cage at the top of the screen. Along the way she can collect different kinds of fruits for extra points.

There are four rounds per skill level. Each round is completely new. Mom rescues her baby. "Oh Superwah" plays and the word "Mom" flashes on the screen.

As the player advances into higher skill levels, Mom must move more quickly to avoid flying apples and apple cores as the monkeys become

more aggressive and increase in number.



If a player stalls and does not punch any of the monkeys or apples, "Big Apple" a giant Goofy appears wearing boxing gloves. He will steal Mother's gloves leaving her temporarily defenseless. Mom's gloves are returned to her after a few seconds. In the meantime, she must be fast on her feet or risk getting bonked by an apple or punched by one of the monkeys.



Round 2 means that there are apples between the platform on the playfield. Mom must climb up the ladders to reach Baby.



Round 2, in the second round Mother must jump up a series of log steps at different heights to rescue Baby at the top of the screen.



Round 3, in the third round, hoodlum keys form a column with Baby in a cage at the top of the column. Mom must punch all the monkeys and/or work to higher platforms.



Round 4, in the fourth round there are long and short ladders which Mom must climb to reach Baby.





Scoring

Punched monkeys	200 pts
Monkey Column	400 pts per monkey
Punched apples	100 pts
Punched apple cores	200 pts
Strawberry	100 pts
Tomato	200 pts
Pineapple	800 pts
Cherry	400 pts
Big Ape	800 pts
Rescued Baby	100-200 pts
Bell	Ring the bell replenishes fruit supply



6-position joystick and "Punch" buttons. Mother Kangaroo will hop left or right, climb up or down ladders and perform, and jump or duck under thrown apples. The "Punch" button is pressed to punch monkeys or apple cores.



Kangaroo Upright: Height 71 in., 180.54 cm., Width 25.25 in., 64.14 cm., Depth 32.00 in., 81.28 cm., Weight 307 lbs., 139.3 kg. Monitor 19 in. color raster

European: Height 68 in., 172.72 cm., Width 25.25 in., 64.14 cm., Depth 31 in., 78.74 cm., Weight 273 lbs., 124.24 kg. Monitor 19 in. color raster



High Score Table. The Kangaroo High Score Table records and displays the top ten scores and the initials of players who achieved them.

New Sound Effects. Attention—getting sound effects punctuate and enhance the action. The charming tones of "Big Ben" are heard when Mother hits the bell. Mom and Baby are united to the happy strains of "On Susannah."

Operator Options

Game difficulty. Adjustable for "Easy" or "Default."

Game Lives. Operators may select 3 or 5 lives per game.

Bonus Levels. Selectable for 4 bonus levels including: No Bonus; Bonus at 10,000 points; Bonus at 50,000 points; Bonus at 100,000 points; Bonus at 200,000 points; Bonus at 400,000 points; and every 40,000 points.

Mother Kangaroo Sounds. Wire harness selectable Melody or Hop.

Self-Test. Provides visual and audio responses to assure proper game function.

Coin Modes. Includes 16 unique operator-selectable coinage configurations.

Cabinet Styles. Kangaroo is being introduced in both the standard Upright cabinet, and the special new "European" cabinet.



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